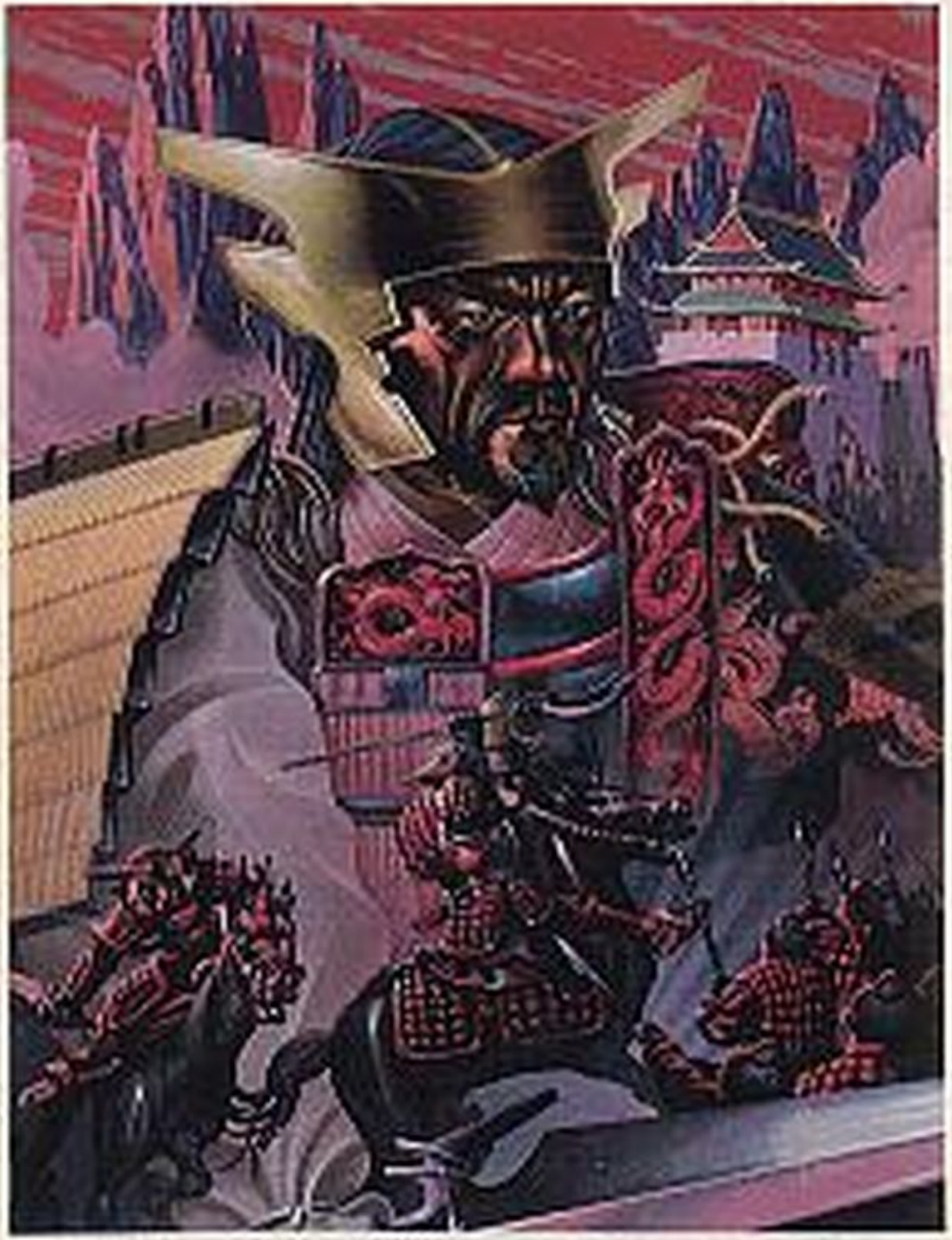
NES-YZ-USA ★



CAPCOM® USA

Destiny of an Emperor™

INSTRUCTION MANUAL

A special message from CAPCOM

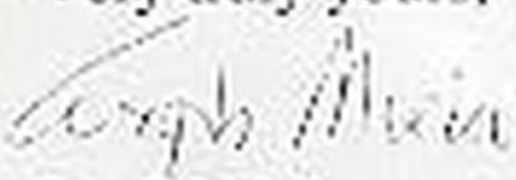
You are about to embark on a long and perilous journey. Your forces are waiting for your orders. The future of a nation is riding on your shoulders... Dare to command!

With these words we welcome you to the world of ancient China. **Destiny of an Emperor**, created by CAPCOM, takes you to the war torn era of 2nd century China. An era of conquerors and rebels, Warlords and wizards.

We are proud to bring you this role-playing strategy game for your Nintendo Entertainment System. We believe the depth and complexity of this epic tale will enchant you for many hours of gaming excitement.

Destiny of an Emperor uses high resolution graphics, state of the art sound, and a battery backed RAM to store your adventures. We hope you enjoy this new addition to your video game library.

Very truly yours,



Joe Morici
Vice President
CAPCOM, U.S.A.

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Nintendo ENTERTAINMENT SYSTEM®

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

Destiny of an Emperor™

GETTING STARTED

Insert the **Destiny of an Emperor** GAME PAK into your Nintendo Entertainment System and turn the machine on. When the title screen appears, press the **START** button. You will be presented with a choice of four options:

GAME START - Shows you previous games saved on the cartridge.

REGISTER HISTORY BOOK - Starts new file for player.

ERASE HISTORY BOOK - Removes previous game file.

COPY HISTORY BOOK - Copies existing file so you can start from a point that you have previously achieved without risking losing what you have gained.

The cartridge can store up to three histories. They are labeled by number, name and experience level completed. After selecting a game to start or continue, a speed menu will appear. This menu lets the player decide on the relative speed that the text is presented on the screen.

GETTING STARTED cont.

The controls for the set up portion of the game are straightforward. The **UP** and **DOWN** indicators on the control pad move the arrows throughout the several menus. Pressing the **B** button will be taken as a NO in a yes/no situation, or it will take the player back to the previous screen.

Pressing the **A** button allows you to select an option.

Pressing the **SELECT** button during most parts of the game will bring up the status screen (discussed later).

Pressing the **START** button gets you off the title page.

The first thing you need to do is start a new history book. By entering your name or code word, you will begin a new file in the cartridge, and be on your way.

THE STATUS SCREEN

This screen gives the player the basic information regarding the condition of his main characters and their followers. Each Warlord in the game represents a group of men. The number of men in this group can range from a few to an amount equal to an army.

In the main box of the Status Screen are listed the leader and his companions. You must select STRAT to designate your Strategist. The numbers next to the Warlord's names represent the number of men in the Warlord's party and the maximum number of men that can be led by that Warlord. The picture and name of the leader are shown above the main box.

A star next to the name of a Warlord identifies that character as the Strategist. Not every character can become a Strategist! The use of "tactics" in battle is comparable to using magic, and not every character is so gifted. To the right of the main box is the name of the Strategist and two abbreviations: **TP**- Tactical Points. How many units of tactical energy your character has obtained. **MTP**- Maximum Tactical Points. The maximim tactical points the player's character can currently acquire.

THE STATUS SCREEN cont.

The upper box in the Status Screen shows:
1. The current level of experience that the party has achieved.
2. The totals for money and food that the party has collected.
3. The total of experience points that the party has earned.

In the beginning of a new game the totals will be low, but don't be discouraged. They will rise soon enough. As you go up in experience (through battles), you will also gain tactical abilities. These tactics are listed later in the manual for your convenience.

THE PLAY OF THE GAME

Again, each Warlord represents a following of men. The game begins with the player's characters walking through the countryside of ancient China. As the characters travel through this world they will encounter people that they will need to converse with. To do this, press the A button while facing the new character. This will bring up the **COMMAND SCREEN.**

Pressing the A button again on the **TALK** selection will engage the player in conversation. The B button will take you out of the Command Screen.

The next selection from the Command Screen is **CHECK**. This selection allows the player's character to examine an area or item that is encountered.

The **FORMATION** selection on the Command Screen dictates the leadership of the party and the "marching order" as well. Arrange the order of party members by level of strength.

The next option on the Command Screen is **GENERAL**. This stands for general information regarding a Warlord. A new screen will appear showing the following stats:

Characteristics of the Warlord

STR - Strength, **INT**- Intelligence, **A.P.**- Attack Points, **A.C.**- Armor Construction (Basic units of protection), **T.P.**-Tactical Points.

This screen also lists the amount of soldiers that follow the Warlord, how his army is equipped, and the different tactics that are available to the Warlord.

The last category of the Command Screen is **ITEM**. This selection allows the player to equip his characters before they go to battle.

IMPORTANT NOTE: All characters should be EQUIPPED with helmets, armor, and weapons before entering a battle. If a Warlord has no weaponry, you can "pass" a weapon from a different Warlord to him. You must then equip the recipient of the "passed" weapon with that weapon to prepare him properly for battle. You can only use one weapon at a time in a battle situation. Note: When you choose ITEM on the Command Screen, the weapon that the Warlord is armed with will have an asterisk beside it.

THE BATTLEFIELD

This is where experience is earned. Every battle is broken down to rounds. Choices are necessary for each round of fighting. The leader of the player's army has the greatest selection of choices. Each Warlord in the player's army, starting with the leader, chooses which enemy to engage with its army or tactics. The choices are:

BATTLE - Attack the specified opponent.

TACTIC - Use tactics (if available).

DEFEND- Use if Warlord is weakened.

ITEM- Use item (i.e. Power Pill).

The next three choices are available only for the leader.

ALL-OUT- This is different from the regular battle scenario. If this is chosen, the player's army attacks the enemy army until one side emerges victorious. It's the quickest way to do battle, but it doesn't allow for much planning. Pressing the B button will stop the battle and bring you back to the battle selection screen.

THE BATTLEFIELD cont.

RETREAT- This is a risky way to disengage from battle. If unsuccessful, the enemy army will hunt down and destroy the player's army.

REPORT- Spy information regarding the enemy's Warlords. This information can assist the player in his battle strategies.

If you wish to change the set up of a battle round, use the **B** button to go back to the area you wish to alter.

Tactical Note: The Strategist will fight alongside his allies if there are 5 or less Warlords in the player's party. If the player has 6 or 7 Warlords, the Strategist will withhold from battle and offer his tactics to all of the fighting Warlords. A maximum of 5 Warlords may engage in a battle at one time.

Fighting Tip: Gang up on the strongest opponent until he is defeated. This will eliminate one attack point from your enemy, and give you a stronger fighting position.

THE STORY

This game is based on real people from the history of China. The name of the Warlords and the locations all come from the 2nd century era known as the Later Han.

The land was in turmoil. The people were plagued by a bandit hoard known as the Yellow Scarves. These bandits were merciless killers and cutthroats that scavenged the villages and countryside. The people cried out for someone to deliver them from this scourge.

Three men answered this call. They amassed armies of followers and brought them together to restore law to the land. Each Warlord felt that an Emperor must be restored to power. These three began their adventure as friends and none of them had planned on becoming the Emperor. The battles with the Yellow Scarved bandits were only the beginning....

ADDITIONAL INFORMATION

When your experience levels go up, some Warlords (Generals), gain the ability to govern more men. Their current number will not go up, however, until they visit an inn.

The inn is a very important setting in the game. Staying at the inn will boost all of your earned totals for men back to the limits that you had previously established. (Not bad for a few gold pieces!)

Look for the Trader. He can provide you with special items, potions and other valuable commodities. He may also be willing to give you cash for any extra items you possess.

Also seek the Town Historian. He provides you with a useful service. He records your current stats (into the battery RAM), and allows you to continue the game at a later date. He can also invite Lui Bei to join you at your current castle.

At your headquarters you can send Warlords to reserve or add Warlords to your party from reserve.

ITEMS & THEIR FUNCTIONS

ELIXIR A thru D- Remedy for recovering soldiers powers. "A" is the weakest and "D" is the strongest.

RESURRECT- Remedy for resurrecting a defeated Warlord.

POWER PILL- When used, it makes the fighters unusually strong. Damage in attacks are increased.

STEED- A present for a captured enemy Warlord to persuade him to join your side.

THE SMOKE POT- Conceals the location of your traveling party from the enemy.

GULLWING- A magical fan made from gull feathers that teleports the army to a predetermined castle.

ITEMS & THEIR FUNCTIONS cont.

The following items are not sold by the trader.

GOLD KEY- The key to the safe in Wang Yin's mansion in the ruined city of Luo Yang.

GEMSWORD- A precious item that is valued more as an art object than as a weapon.

INTRO LETTER- Shui Jing will not meet with you until you can present him with this item. It comes from one of his friends.

GUN POWDER- This will clear blocked passageways in caves.

IRON ORE- The finest swords are made from this ore.

CHI TU MA- The King of the horses. This horse can run great distances without getting tired. The Warlord that rides this horse increases his agility to a great extent.

TACTICAL INFORMATION

There are several tactics available to the player. These tactics are magical in origin and can have a decisive effect in battle. As a player advances in levels the number of tactics he knows will increase. The names of the tactics are in Chinese.

FIRE TACTICS

LIAN HUO: Purging Fire. The lowest level tactic using fire. Effective against one enemy Warlord.

YE HUO: Karma Fire. Slighty stronger; also effective against one enemy.

YAN RE: Blazing Flame. Burns all enemy Warlords.

DA RE: Magnificent Heat. Severly burns all enemies.

HUO SHEN: Lord of Fire. The strongest of fire tactics.

WATER TACTICS

SHUI TU: Water Course. Digs ditch to hinder enemy movement.

SHUI XING: Water Star. Powerful water is led to the battlefield.

SHUI LEI: Water Thunder. Water is created instantaneously, destroying many enemy soldiers.

HONG SHUI: Flood. Fierce water spreads across the battlefield.

SHUI LONG: Water Dragon. Brutal water force.

HEALING ABILITIES

CHI JIN: The art of the Army surgeon.

TONG XIN: Copper Shaman. Herbal cures are used to give strength back to soldiers.

YIN XIN: Silver Shaman. Better herbs are used as remedies.

JIN XIN: Gold Shaman. Rare and precious herbs are used in this powerful herbal cure.

WAN FU: Perfect Recovery.

MISCELLANEOUS TACTICS

JI ROU: Attack Softening. Reduces damage from enemy atteks by half.

WUO JIAN: Fire Reduction. Reduces effects of enemy's fire tactics by half.

SHUI JIAN: Water Reduction. Reduces effects of enemy's water tactics by half.

CE MIAN: Nullifies enemy tactics.

JI MIAN: Receive no damage from enemy attack.

CHENG NEI: Reduces the defense level of a castle. Use when player's party attacks an enemy castle.

YI JIN: Operatives cause an enemy Warlord to doubt his allies, temporarily halting his movement.

MISCELLANEOUS TACTICS cont.

LI JIAN: Operatives cause an enemy Warlord to attack his allies.

QI SHOU: Surprise Attack. Only player's army moves in the first turn of the battle.

JIE CE: Release the status which is caused by enemy tactics.

AN SHA: Assassination. Vanquishes an enemy Warlord in one turn no matter how big his force is.

BEI JI: Increases chance of critical hit. Same as "Power Pill."

FU BING: Ambush. Be able to move twice in one turn.

TUI LU: Retreat safely from battlefield. Screen changes from battle mode to map mode.

GUI HUAN: Return immediately a designated castle. Same as "Gull Wing."

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 841-4632, or inside California State call (408)727-8900. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283 Scott Boulevard
Santa Clara, CA 95050

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technicians are able to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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Printed in Japan